

KOG *light*

Welcome! KOG *light* is a fast-paced, interactive skirmish battle game among KOGs: armored battlesuits (“Knight Operations Gear”) armed with a variety of heavy weaponry ranging from automatic cannon to massive cleaving blades!

First Priorities

Some units will specify rules or abilities that conflict with the core rules given above; where the rules conflict, a unit-specific rule has priority over the basic rules.

The Art of Diplomacy – KOG *light* may not cover every situation; players are expected to find a mutually agreeable resolution to any disagreement.

Battle Preparations

Opposed forces gather for the battle!

Miniatures, a tape measure and a few dice are required to play KOG *light*. A small skirmish between a handful of miniatures per side should take an hour or so.

Miniatures

KOG *light* is miniatures battle game, in which each side prepares a selection of miniatures from their collection. KOG *light* is designed for 1/144 scale armor and “12 mm” infantry. All miniatures are assumed to be on round bases comparable to the height and width of the miniature.

Combat Units – Miniatures are typically grouped into units of like type, while specialist and command units may consist of a single armor model or base of infantry.

Tape Measure

KOG *light* measures distance in inches (”), from the closest point of one model’s base to the closest point of another model’s base. Models are assumed to be dynamically leaning, crouching or otherwise acting within the area of their base.

Dice

KOG *light* uses standard 6-sided cubic dice, referred to as “d6” dice, as results range from **1** up to **6**. A **1** is an automatic failure, while a **6** is an automatic success.

Re-roll Dice – Sometimes the rules will direct you to re-roll a die, so simply roll the appropriate die again for a new result. If directed to re-roll both successes and failures, then the re-rolls cancel out, and the original result stands. Regardless, no die may be re-rolled more than once.

Field of Battle

Battles in KOG *light* can be fought across worlds and landscapes ranging from cratered urban ruins, to vast undulating deserts, to thickly canopied jungle and forest, as wild and varied as one might envision.

The Battlefield – The battlefield playing area can be any flat surface such as a table or even the floor. A field at least 4 feet wide and 3 feet deep gives sufficient area to deploy and maneuver. Larger and smaller battlefields are both perfectly acceptable, but may require some adjustment to ensure a good game.

Terrain – A variety of scenic terrain upon the battlefield that hinders movement (i.e. Rough Ground) and/or obstructs visibility (i.e. Cover) to any model within and/or behind will provide a richer tactical game.

Placing Terrain – A few terrain features per 2-foot square are a good starting point, and can be adjusted according to availability, although more terrain is recommended. Players should alternate placing terrain features and agree upon any battlefield effects before proceeding.

Order of Battle

With forces ready and field prepared, the forces take the field to engage the enemy and take the enemy Objective.

Attacker v. Defender

Before setting up their armies, both players dice off: each player rolls a die, rolling again in the case of any ties. The player that rolled higher chooses whether they will take the role of Attacker or Defender.

Defender – The Defender divides the battlefield into equal halves and chooses either half as their territory; the Defender then places their forces in their territory, more than 12” from Attacker territory.

Attacker – After the Defender finishes deploying their units, the Attacker places their forces in their territory, more than 12” from Defender territory.

Objectives – Each player places one (1) Objective marker or token in their territory, more than 6” from any board edge.

Commander – Each player designates one model as the overall Commander of their forces; this model represents the player within the game.

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Game Rounds

A game of KOG *light* is played as a series of game rounds, each composed of two player turns. The Defender takes the first player turn in the first game round; the Attacker takes the first turn in the second round. In subsequent game rounds, the players dice off to choose who takes the first turn, with ties decided by the player who went second in the previous game round.

Player Turns

Each player turn consists of just two steps:

- [1] **Movement** – move units about the battlefield
- [2] **Action** – units perform various actions (e.g. attack)

After the first player completes their turn, the second player starts their turn. When the second player completes their turn, the game round is over.

[1] Movement

Select any one of your units and move each model in that unit. When finished moving the desired models in that unit, select a different unit and move those models, repeating until all desired units have been moved:

Combat Move – A model can be moved in any direction by whatever path desired up to a number of inches equal to its Move limit.

Speed Move – While not moving within 1” of any enemy model, a model can move twice as far, but may not choose Shooting actions until the end of the player turn.

Hold Position – A model may be repositioned within 1” of its initial position, facing any direction desired, but may re-roll any failed shots until the end of the player turn.

Charge! – Upon moving within 1” of an enemy model, a model must immediately stop moving, but may re-roll any failed attacks until the end of the player turn.

Movement may slow to half (i.e. 1” count as 2”) for:

- **Rough Ground** – A model is slowed moving through uneven / hazardous terrain.
- **Climbing** – A model climbs vertically (up or down) so +/-1” vertical counts as 2” horizontal.
- **Making way** – A model moves through friendly models at half rate, but cannot end its move with its base overlapping the base of another model.

After completing movement for the unit, each model must finish within Sensor range of another model in the unit. No model or unit can be moved more than once during Movement.

[2] Action

Select any one of your units and choose an action for each model in that unit. A unit having any of its models within 1” of an enemy model may only choose Close Assault actions, and may not perform any other actions (i.e. Ranged Shooting).

Close Assault – Any model in the unit may attack any enemy model target within 1” of itself, even if the enemy models are from different enemy units.

Ranged Shooting – Each model in the unit may attack an enemy model target. Alternately, eligible models may instead choose one of the following actions:

- **Hold Objective** – A model within 1” of an Objective may take and hold it.
- **Forward Observer** – A Recon model may provide Line of Sight, Partial Line of Sight or Sensor Lock for another friendly model firing Indirect.
- **Fire Support** – A Commander may designate a friendly model within Sensor range to re-roll any failed shots until the end of the player turn.

When all desired models have finished with their actions, select a different unit and have its models perform their actions, until all desired units have acted. No model may take more than one action per player turn, and no unit may be selected more than once.

Counterattack?

Counterattack – Each turn, the first time a model is selected as a target, the target may **Counterattack** instead of Defending against the attack. If not Destroyed by the attack, then the target model may make an attack of its own against the attacking model.

Victory!

At the end of each game round, check to see whether the game ends:

Major Victory! – a player has taken and held the opponent’s Objective for consecutive turns.

Minor Victory – a player’s opponent has no non-Crippled units remaining on the board.

Draw – both players have taken and held their Objective; or neither player has any forces remaining.

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Resolve Attacks

Resolving attacks follows the same basic process for both Close Assault and Ranged Shooting:

- [1] Make Attacks;
- [2] Determine Defense; then
- [3] Assess Damage.

[1] Make Attacks

The Attacking model will use one of its weapons to attempt causing some number of hits on its target.

Close Assault

In Close Assault, a model uses a non-ranged weapon to fight against any enemy model within 1" of it. Roll dice equal to its Attack; each result that is at least equal to the target number may cause 1 hit on the target model.

Critical Hit – If the die result is a **6**, then it causes 2 hits.

Line of Sight

Line of Sight is required for one model to shoot at another model; models cannot be targeted without Line of Sight.

Line of Sight – exists if one can draw an unobstructed line from any portion of the shooter's weapon to the entire width and height of the body of the target model.

Partial Line of Sight – exists if the target model is partially obscured due to Cover, but one can still draw an unobstructed line from any part of the shooting model to any part of the target model.

Sensor Lock – exists if any part of the target model is within Sensor range of the shooting model, and is treated as Partial Line of Sight.

Ranged Shooting

A model may select any weapon to fight against any enemy model within the specified range and Line of Sight. Roll dice equal to its Shots; each result that is at least equal to the target number causes 1 hit on the target model.

Long Range – If the target is beyond the weapon's effective range, then re-roll any successful shooting results.

Friendly Fire – when firing ranged weapons at an enemy model within 1" of any friendly models, any shot results of a **1** hit a friendly model instead.

Critical Hit – If a direct fire die result is a **6**, then it causes 2 hits.

[2] Determine Defense

If the model did not attack, roll dice equal to the target's Defense, and cancel 1 hit for each result that is at least equal to the target number.

Concentrated Attack – If the target was a target earlier this turn, then re-roll any successful Defense results.

Cover – If the target has any sort of cover, then re-roll any failed Defense results.

[3] Assess Damage

Each non-cancelled hit results in 1 damage to the target.

Crippled – If an undamaged model takes 1 damage, then the model is **Crippled**, may not Speed Move, and must re-roll any successful attacks or defense. Visibly mark the model as crippled with white cotton smoke.

Destroyed – If a Crippled model is damaged, or an undamaged model takes 2 (or more) damage, then the model is **Destroyed**, and may not move or act. Lay the model on its side and mark the model as Destroyed with black cotton smoke, or replace it with a Wreck marker of comparable size. The Destroyed model or Wreck may provide Cover as usual.

Special Weapons

Some weapons provide enhanced capabilities:

Blast – On a successful hit, any models partly or wholly within half the blast diameter also suffer 1 hit, whether friendly or enemy. A circular template may be used to determine blast area.

Indirect – Indirect fire does not require direct Line of Sight of the firing model, only that the target model be at least 12" away from the firing model; however, target models count as having Cover.

Piercing – Any successful hits are Critical Hits.

Precise – The target re-rolls successful Defense results.

Infantry

Infantry follow the rules above, except as follows:

Eliminated – Infantry are **Eliminated** instead of Destroyed, and simply removed from the game.

Tanks

Tanks follow the rules above, except as follows:

Heavy Armor – Concentrated Attacks have no effect on Tanks.

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Alternate Scenarios

In addition to the basic single objective scenario given above, players may agree to play alternate scenarios with different objectives and/or victory conditions.

Meatgrinder

High command prioritizes the destruction of all opposing forces over the capture of a minor objective.

Major Victory! – a player's opponent has no non-Crippled units remaining on the board.

Minor Victory – a player has taken and held the opponent's Objective for consecutive turns.

Hamburger Hill

A particular location has been identified by high command on both sides as a critical strategic point that must be captured, no matter the cost.

Objective – Place a distinctive piece of terrain in the center of the board. This piece of terrain is the only Objective in the game.

Major Victory! – a player has taken and held the central Objective *uncontested* for consecutive turns.

Linebreaker

The attacker must deliver a highly-sensitive item past enemy lines.

Objective – The Attacker places an Objective on one model; the Objective is small and has no game effects.

Pass Objective – Instead of Shooting, a model with the Objective may transfer it to a friendly model within 1", or pick it up from a Destroyed model.

Attacker Major Victory! – the Attacker moves the Objective off the Defender's board edge.

Defender Major Victory! – the Attacker has no non-Crippled units remaining on the board.

Custom Scenarios

In addition to the sample scenarios given above, the players are free to play other scenarios that might have multiple objectives; hidden objectives; objectives of different value(s), and so forth. Scenarios might also be to hold a position for a predetermined duration, or destroy a particular target objective. Further possibilities are only limited by the player's imagination.

Forces of Battle

KOG *light* can be played with forces selected to any mutually-agreed limitation on points, units, models or composition. However, players prefer to play games of a predetermined size and format, such as:

Individual Battle

Individual skirmishes are limited only by points and models, with no requirements for force structure – simply take whatever models you like!

Duel – up to 2 models [15 points] per player;

Melee – up to 5 models [25 points] per player.

In these battles, each model is its own independent unit.

Unit Battle

Larger battles have their models organized into units, each performing a distinct role for the overall force.

Encounter – 2 or 3 units [50 points] per player;

Engagement – 3 to 5 units [100 points] per player.

Apocalyptic Battle

Larger battles are possible up to any mutually-agreed total, typically at least 100 points, organized into multiple units per player.

Unused Points

In some battles, players will have unused points due to the particular units and models chosen. The player with more unused points may re-roll their die when dicing off to determine Attacker and Defender.

German-Russian Conflict of 2037

KOG *light* recreates the battles between early generation KOGs of Germany and Russia during the mid-21st century.

Prologue

At the start of the 21st century, Russia continued its campaigns to secure its western borders against many perceived and potential threats, securing border states by force under numerous occasions. Unable to accept these predations, Germany sent advisors and materiel aid to resist Russian incursion, leading to numerous clashes between the states, neither willing to declare war and risking global involvement and consequences.

Germany

At the time, Germany had been developing smart exoskeletal mobility and load enhancement systems initially pioneered and prototyped by American researchers, but dismissed as impractical due to cost and liability issues. Maschinewerke (MKW) developed an initial potential production model, and armored test units for the Bundeswehr formed the first combat-ready KOG units.

Russia

Aware of the German development of KOG combat units, Russian military intelligence contracted the Chinese for joint engineering and production. Military factories in the Chinese interior began production of evaluation units dubbed “Frames” for both Chinese and Russian forces.

Combat Operations

Over the coming years, German forces with American / NATO support would frequently encounter and engage Russian forces with Chinese support. Nominally privateer and advisory units, in actuality, elite specialist military teams were test-fielding KOGs and Frames for the purpose of developing and refining equipment, units and tactics for future, large scale operations.

Shadows of the Past

In many respects, the 21st century engagement between German and Russian forces mirrored the German and Soviet proxy war fought during the Spanish Civil War roughly a century prior, with the same desire by European forces to forestall a larger, unrestricted World War that could re-devastate Europe for decades to come.

Models and Units

Models and the larger German and Russian organizational units are described below.

Models

A typical model description is as follows:

Kämpfer (6 pts. ea. – *Tactical*)

6” Move	2 Defense (4+)	12” Sensors
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- Autocannon: 2 Shots (24” 4+)
- Combat Blade: 2 Attacks (4+)
- Rocket Pod: 2 Shots (36” 3+)

Name (cost - type) - its name, cost in points and type.

Characteristics – its mobility, toughness and tactical awareness.

Equipment – which weapons are included:

- multiple-use equipment (unlimited use)
- double-use equipment (twice per game)

The Kämpfer above can move 6”, and can take a couple of hits and still function. It is armed with an autocannon for ranged fire, and has a combat blade for fighting assaults; twice per game it may fire its rocket pod.

Units

German and Russian forces organize their units as squads. Each squad always contains at least 3 models, and may contain up to 6 models. Typical types include:

Tactical Squad – 3 to 6 Tactical models.

Strike Squad – at least 2 Elite models, and

- up to 2 Tactical models.

Recon Squad – at least 2 Recon models, and

- up to 1 Elite model.

Fire Support Squad – at least 1 Heavy model,

- up to 2 Tactical models, and/or
- up to 1 Elite model.

Individual units may select and/or upgrade individual models as desired, subject to the limitations above.

Multiple squads form a platoon. Each platoon contains at least 2 squads, and may contain up to 5 squads:

Platoon – at least 1 Tactical Squad, and

- up to 2 non-Tactical Squads (or individual models) per Tactical Squad.

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German Forces

German KOGs

Kämpfer (6 pts. ea. – *Tactical*)

The Kämpfer is the original KOG of the German army, relatively inexpensive to produce and field.

6" Move	2 Defense (4+)	12" Sensors
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- Autocannon: 2 Shots (24" 4+)
- Combat Blade: 2 Attacks (4+)
- Rocket Pod: 2 Shots (36" 3+)

BlitzKämpfer (+2 pts.) – *replace Rocket Pod with*

- Anti-Tank Missile: 2 Shot (72" 3+) *piercing*

Ocelot (9 pts. ea. – *Recon*)

The Ocelot is fitted with advanced sensors and communications for reconnaissance duties.

8" Move	2 Defense (4+)	18" Sensors
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- Paragun: 2 Shots (12" 4+)
- Combat Blade: 2 Attacks (4+)
- Rocket Pod: 2 Shots (36" 3+)

Panther (11 pts. ea. – *Elite*)

The Panther is the newest KOG of the German army, fitted with improved armor, firepower and advanced technology.

7" Move	2 Defense (3+)	12" Sensors
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- Autocannon: 2 Shots (36" 3+)
- Combat Blade: 2 Attacks (3+)
- Rocket Pod: 2 Shots (36" 3+)

Tiger (13 pts. ea. – *Heavy*)

The Tiger is up-armored and up-gunned on a larger chassis to provide heavy fire support and mobile artillery.

5" Move	2 Defense (4+)	12" Sensors
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- Autocannon: 2 Shots (36" 3+)
- Combat Blade: 2 Attacks (4+)
- Rocket Pod: 2 Shots (36" 2+)
- Rocket Pack: 3 Shots (72" 4+); *indirect 5" blast*

King Tiger (18 pts. ea. – *Heavy*)

The King Tiger is the most heavily-armed and armored KOG of German army.

5" Move	2 Defense (3+)	12" Sensors
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- Heavy Cannon: 3 Shots (36" 4+) *piercing*
- Combat Blade: 3 Attacks (5+)
- Rocket Pod: 2 Shots (36" 2+)
- Rocket Pack: 3 Shots (72" 4+); *indirect 5" blast*

German Armor & Infantry

Leopard 3A1 (28 pts. ea. – *Heavy*)

8" Move	3 Defense (4+)	18" Sensors
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- Heavy Cannon: 2 Shots (96" 2+) *piercing, precise*
- Rocket Pod: 2 Shots (36" 2+)

German Infantry (3 pts. ea. – *Recon*)

3" Move	1 Defense (3+)	12" Sensors
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- Anti-tank Rifle: 2 Shots (24" 4+)
- Anti-tank Charge: 1 Attack (5+)
- PanzerFaust: 2 Shots (24" 4+) *piercing*

Russian Forces

Russian Frames

Russian Frames include the following:

F6-16 (8 pts. ea. – *Tactical, Elite*)

The F6-16 Frame was an early development design, comparatively inexpensive to produce.

9" Move	2 Defense (4+)	12" Sensors
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- Autocannon: 2 Shots (24" 4+)
- Combat Blade: 1 Attack (4+)

F2-21 (10 pts. ea. – *Tactical*)

The F2-21 Frame is the standard production version of the F6-16, with improved mobility and durability.

9" Move	2 Defense (4+)	12" Sensors
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- Autocannon: 2 Shots (24" 3+)
- Combat Blade: 1 Attack (3+)

F2-25 (14 pts. ea. – *Recon*)

The F2-25 Frame is a faster-moving variant, fitted with an improved sensor suite and Jump Jets (below).

10" Move	2 Defense (4+)	24" Sensors
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- Paragun: 2 Shots (12" 4+); *gain+1 Attacks*
- Combat Blade: 1 Attacks (4+)

F2-19 Grizzly (14 pts. ea. – *Heavy*)

The F2-19 Frame is the heavy fire support variant, fitted with additional hull weaponry and heavier armor.

7" Move	2 Defense (3+)	12" Sensors
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- Autocannon: 2 Shots (36" 3+)
- Combat Blade: 2 Attacks (4+)
- Rocket Pod: 2 Shots (36" 3+)

Frame Options

Any Frame may be upgraded as follows:

Sensors (+2 pts.) – increase Sensors to 16"

Jump Jets (+1 pts.) – climb up/down 3" without penalty

Missile Pod (+2 pts.) – *add Missile Pod with*

- Anti-Tank Missile: 1 Shot (72" 2+) *piercing*

Guided Mortar (+2 pts.) – *add Rocket Pod with*

- Guided Mortar: 1 Shots (36" 4+) *Indirect*

Russian Armor & Infantry

T-17 Tank (34 pts. ea. – *Heavy*)

4" Move	3 Defense (3+)	12" Sensors
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- Heavy Cannon: 2 Shots (96" 2+) *piercing*
- Rocket Pod: 2 Shots (36" 2+)

Russian Infantry (2 pts. ea. – *Recon*)

3" Move	1 Defense (6+)	12" Sensors
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- Anti-tank Rifle: 2 Shots (24" 5+)
- Anti-tank Charge: 1 Attack (5+)
- Rocket-propelled Grenade: 2 Shots (18" 5+)

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Summary of Play

Game Round

Round 1 – Defender takes the first Player Turn;

Round 2 – Attacker takes the first Player Turn; then

Later Rounds – dice off, second player decides ties.

Player Turn

[1] Units Move

- **Combat Move** – regular move
- **Speed Move** – double Move, but no shooting
- **Hold Position** – up to 1”, and re-roll shooting

Slow to half rate (1” counts as 2”) for:

- **Rough Ground** – difficult terrain;
- **Climbing** – up or down; and/or
- **Making Way** – through friendly models

[2] Units Act

- **Close Assault** – target within 1”
- **Ranged Shooting** – target more than 1” away; or
 - **Take / Hold Objective** – within 1”;
 - **Forward Observer** – provide Line of Sight; or
 - **Fire Support** – friendly model re-rolls shooting.
- **Counterattack?** – target decides whether to counter

Resolve Attacks

[1] Make Attacks

Close Assault – roll Attack for hits

↑ **Charge** – re-roll failures to hit

6 **Critical Hit** – 2 hits on target

Ranged Shooting – roll Shots for hits

↑ **Hold Position** – re-roll failures to hit

↓ **Long Range** – re-roll successful hits

1 **Friendly Fire** – 1 hit on friendly within 1”

6 **Critical Hit** – 2 hits on target

[2] Determine Defense

Roll Defense to cancel hits

↑ **Cover** – re-roll failed Defense

↓ **Concentrated Attack** – re-roll successful Defense

[3] Assess Damage

Non-cancelled hits cause damage:

- **Crippled** – 1 total damage
- **Destroyed** – 2 or more total damage

Designer's Notes

Under Construction

The following sections are still under construction, and are very likely to change as playtesting continues:

- **German Forces** – weapons stats
- **Russian Forces** – weapons, options & weapons stats

In addition, there may be some tweaking of the Unit-related rules.

Heavy Gear

KOG light may be played using Heavy Gear miniatures:

- **Gears** of any faction count as German KOGs; and
- **Frames and Mounts** count as Russian Frames.

Players should feel free to adjust points and stats as appropriate.